DARIUS

Instruction Manual

TAITO

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PRECAUTIONS

Game cartridges are precision electronic equipment! Please take the following precautions when handling them.

Make sure the power is OFF!
Before removing a cartridge, make doubly sure that the console power is switched to OFF!

Cartridges are Delicate!
Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will damage it!

Don't Touch the Terminals!
Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge!

Storing your Cartridges
When choosing somewhere to store your cartridges, try to avoid places that are unusually hot, cold or humid.

Avoid Chemical Cleaners!
Do not use chemicals such as benzine or solvents when wiping off dirt.

Precautions while Playing
If you play for an excessive period of time, your eyes will become fatigued. Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.

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STORY

Darius, Year 201

Invasion!

The vicious Belsar have attacked the peaceful Darius system, which now faces absolute devastation at their abominable hands!

Darius' defense fighters proved no match for the overwhelming firepower of the alien forces, which wiped out their entire fleet in one fell swoop!

With nothing left to protect them, the people could only sit and wait for the icy embrace of death as the satellite bombardments continued unopposed.

The scent of despair hung thickly in the air, all hope of survival having been quashed.

But then, from out of the darkness of the mourning clouds came a single bright light in the sky.

"Silverhawk ....."

Like a phoenix brought forth from the embers of a burning world, the bird shaped visage became a beacon of the planet's last fight for survival!

Perhaps the end is not as nigh as it first appeared.

BASIC CONTROLS

Darius is a game for one player.

Controller

START Button
Choose from Menu / Pause Gameplay

D-Button
Move Menu Cursor / Move Silverhawk

Button A / Button C
Confirm Selection / Silverhawk Missile Attack

Button B
Silverhawk Bomb Attack

HOW TO PLAY

Introduction

- Take control of Silverhawk, Darius' last hope against the evil Belsar armies.
- Silverhawk is equipped with two defaut weapon types: Missiles for air-to-air attacks and Bombs for air-to-surface attacks. Use these weapons effectively to wipe out your enemies. Show no mercy!
- Touch Power Capsules to power-up your weapons. Touch a blue Power Capsule to equip a protective barrier (Arm) that shields you from enemy attacks (p. 9).

Starting Up

- Press the START Button to open the Main Menu.
- Select *START* and press the START Button to begin play.
- Select *OPTION* to change game settings (p. 14).

Gameplay Basics

- If Silverhawk takes damage from an enemy attack or collides with an enemy, you will lose a ship (life).
- If Silverhawk collides with an obstacle such as an overhang or the ground, you will lose a ship.
- When you lose a ship, you will restart in a new one from the same place. Lose your last ship and it's Game Over.
- There is no Continue function.

Game Screen

① Missile Power Gauge
② Bomb Power Gauge
③ Arm (Barrier) Power-Up Gauge
④ Score
⑤ Remaining Ships
⑥ Current Zone

POWER-UPS

Score Ranking

- If you have a new high score at Game Over, you will be prompted to enter your name (up to three letters).
- Use the D-Button to select a character and press Button A or C to enter.

- If *PLAYER* is set to *TIAT* at the *OPTION* screen, scores will not be entered into the rankings (p. 15).

BOSS RUSH MODE

- This mode pits you against all 26 bosses in succession. There are no stages to complete, just all bosses all the time!
- For each boss you may use Missiles, Bombs, Arm and one of each type of Power Capsule.
- Switch between *NORMAL* and *BOSS RUSH MODE* at the *OPTION* screen (p. 14).

Power Capsules

Destroying certain enemies releases a Power Capsule. Simply touch the capsule to receive a power-up determined by the capsule's color.

Red: Missile power-up

Green: Bomb power-up

Blue: Arm equip / power-up

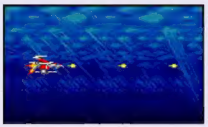
Additionally, keep shooting at just the right spot to release a special capsule.

Silver: Receive a random bonus score

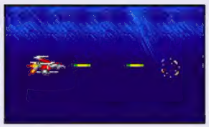
Gold: Destroy all on-screen enemies

Power-up Levels

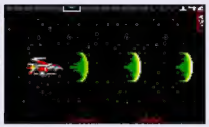
Pick up Power Capsules to incrementally augment your Missile, Bomb and Arm capabilities (see on-screen gauge). Pick up 8 / 16 capsules to upgrade to much more powerful armaments.



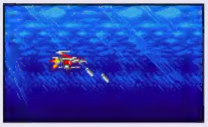
MISSILE
Default air-to-air weapon.



LASER
Higher level with greater penetration.



WAVE
Highest level with increased penetration and range.

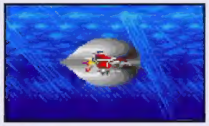


BOMB
Default air-to-ground weapon.

TWIN BOMB
Higher level attacks in two directions.

MULTI BOMB
Highest level attacks in four directions.

ARM
Pick up a capsule to earn the basic barrier with level 3 durability.

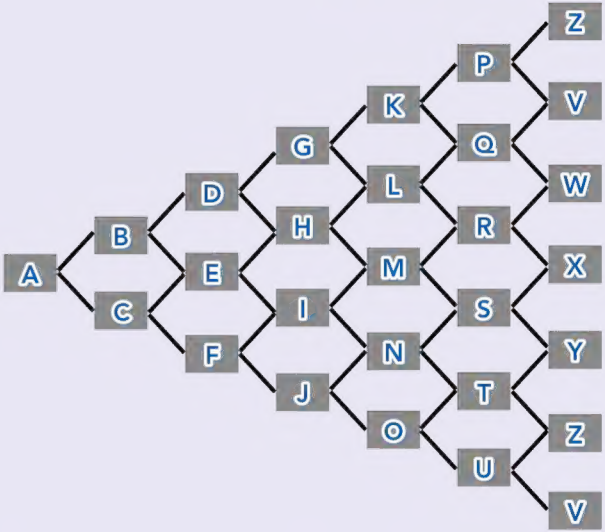


SUPER
Higher level barrier greater durability.

HYPER
Highest level. Protects against weapons fire and obstacles.

If you lose a ship, each weapon and barrier will be returned to its lowest level (e.g. losing a ship with *LASER 4* will return it to *LASER 0*).

The game begins in *ZONE A*. Clear each zone to progress to the next. Move the Silverhawk into the upper or lower portion of the screen to choose which zone to progress to.



Zones are connected according the above diagram. The game's ending differs depending on which final zone you clear.

* There are two final zones V and Z. The content of both V and Z zones are identical.

BATTLESHIPS

A gigantic boss battleship is waiting for you at the end of each zone. Defeat the boss to progress to the next zone selection area.

ZONE A
KING FOSSIL

ZONE B
ELECTRIC FAN

ZONE C
BURST OUT

ZONE D
BIG RAJARNN

ZONE E
LITTLE STRIPES

ZONE F
DUAL SHEARS

OPTION

Select *OPTION* at the main menu to change game settings. Use the D-Button up / down to select an item, and left / right to change the setting.

Press the START Button to save the current settings and return to the title screen.

GAME MODE

Choose *NORMAL* for the original arcade style game, or *BOSS RUSH MODE* for a pure succession of boss battles and nothing else. Select *START* at the Main Menu to start the selected game mode here.

BOSS TYPE

Select *26 BOSSES* for a different boss in each zone, or *ARCADE* for a total of 11 different bosses. This setting is set to *26 BOSSES* by default and only applies to *NORMAL* mode gameplay.

Regardless of the setting, in *BOSS RUSH MODE* you will fight off a succession of all 26 different bosses. The setting will also revert to its default setting of *26 BOSSES*.

PLAYER

Set the Silverhawk pilot to *PROCO* (red) or *TIAT* (blue). *PROCO* is the default setting which has the same difficulty as the arcade game. Set to *TIAT* to double the power of your weapons and maintain weapon and barrier levels after losing a ship. However, you will not be able to register scores with this setting.

RAPID

Enable or disable rapid fire for all weapons.

RANKING

Clear the score ranking data. Select *RANKING* and press Button A or C. At the confirmation prompt, press Button A or C again and the scores for the selected *GAME MODE* will be deleted.

NOTICES

Displays the licensing information for open source software used in the title's development.

* There are also additional hidden settings for you to find. Clear the game and try checking the *OPTION* screen again.
* Enter a certain name at name entry and see what happens...

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